



SA **PRO / AM**

BRINGING GAMERS TOGETHER

VETERANS OF WAR

COMPETITIVE LEAGUE

RULE SET & LOADOUTS

WWW.SAPROAM.CO.ZA

RULE SET



NO TOXIC BEHAVIOR : Excessive toxicity, racism or hate speech either through messages or voice, will result in a ban. Thus decided by SA PRO/AM Officials

GAMES MUST START WITHIN 15 MINUTES : Matches must begin within 15 minutes after team drafts. Delays will result in reprimands.

BREAKING GA'S OR RULES : If any Game Agreed (GA) or game rule is broken, the map will not be replayed. Violations will result in forfeiting that game in the series.

DISPUTES & DECISIONS : All disputes and decisions before, during and after games will be conducted by SA PRO/AM Officials and Moderators ONLY!

GAME CRASHES : Replays will be granted unless the crash exceeds a certain threshold of game points, determined by SA Pro Am officials.

RESPECT STAFF : Any disrespect towards staff—via messages, voice channels, or social media—will lead to a ban. Disagreeing with a ruling should be addressed politely through a ticket for further review.

TEAM NAMES : All team names must be appropriate and must not contain any vulgar or racist language. Teams in violation of this rule will not be allowed to enter the tournament.

COMMUNICATION : Teams will have a dedicated SA PRO/AM discord per series played. This will allow for live comms for streaming purposes. If a team does not use discord, all players must use in-game chat audio and communication. No private Discord or Party chat is permitted

CHEATING, EXPLOITS & FOUL PLAY : Using cheats, exploits, or any form of foul play is strictly prohibited. If a player is suspected of cheating due to a flag raised by an official, the player will be subject to a PC check (as agreed to in the Terms & Conditions of SA PRO/AM) If a player is then found guilty, said player will be banned or required to sit out that series/games

LATE ARRIVALS : If a player is late to a match, a 10-minute grace period will be provided. If the player has not joined the lobby within this time, the match will proceed with the team playing one player down until they join.

SKAKING & STAIR GLITCHING : Two pumps are allowed for skaking. Anything over two pumps will be flagged by a tournament official. Stair glitching is strictly prohibited. If any of these two are flagged by a tournament official, the match will end, resulting in a loss for the violating team.

PAYMENT REQUIREMENTS: All payments must be made before the 20th of June 2025 to secure your team's place. Proof of payment is required. Only teams who have submitted proof of payment will be eligible to participate.

CLASS RESTRICTIONS

ASSAULT RIFLES

AMES 85 (ALLOWED ATTACHMENTS)



OPTIC

- Remuda Mini Reflex
- Otero Micro Dot
- Kepler Microflex
- Merlin Mini
- PismaTech Reflex
- Volzhskiy Reflex
- Merlin Reflex
- Redwell Reflex
- Dobrych MF Reflex
- Accu-Spot Reflex

REAR GRIP

- Quickdraw Grip
- Assault Grip
- Commando Grip
- Ergonomic Grip
- CQB grip

UNDERBARREL

- Vertical Foregrip
- Lightweight Foregrip
- Marksman Foregrip
- Precision Foregrip
- Ranger Foregrip

FIRE MODS

- 5.56 NATO Overpressured
- Recoil Springs

STOCK

- Light Stock
- Infiltrator Stock
- Heavy Stock
- Balanced Stock
- Combat Stock

BARREL

- Gain-Twist Barrel
- Long Barrel
- Reinforced Barrel
- Short Barrel

MUZZLE

- Compensator
- Muzzle Brake
- Ported Compensator

GPR 91 (ALLOWED ATTACHMENTS)



OPTIC

- Remuda Mini Reflex
- Otero Micro Dot
- Kepler Microflex
- Merlin Mini
- PismaTech Reflex
- Volzhskiy Reflex
- Merlin Reflex
- Redwell Reflex
- Dobrych MF Reflex
- Accu-Spot Reflex

REAR GRIP

- Quickdraw Grip
- Assault Grip
- Commando Grip
- Ergonomic Grip
- CQB grip

UNDERBARREL

- Vertical Foregrip
- Lightweight Foregrip
- Marksman Foregrip
- Precision Foregrip
- Ranger Foregrip

FIRE MODS

- 5.56 NATO Overpressured
- Recoil Springs

STOCK

- Light Stock
- Infiltrator Stock
- Heavy Stock
- Balanced Stock
- Combat Stock

BARREL

- Gain-Twist Barrel
- Long Barrel
- Reinforced Barrel
- Short Barrel

MUZZLE

- Compensator
- Muzzle Brake
- Ported Compensator

CLASS RESTRICTIONS

SUB-MACHINE GUNS

C9 (ALLOWED ATTACHMENTS)



OPTIC

- Remuda Mini Reflex
- Otero Micro Dot
- Kepler Microflex
- Merlin Mini
- PismaTech Reflex
- Volzhskiy Reflex
- Merlin Reflex
- Redwell Reflex
- Dobrych MF Reflex
- Accu-Spot Reflex

REAR GRIP

- Quickdraw Grip
- Assault Grip
- Commando Grip
- Ergonomic Grip
- CQB grip

UNDERBARREL

- Vertical Foregrip
- Lightweight Foregrip
- Marksman Foregrip
- Precision Foregrip
- Ranger Foregrip

FIRE MODS

- 9x19mm Parabellum Overpressured
- Recoil Springs

STOCK

- No Stock
- Infiltrator Stock
- Heavy Stock
- Balanced Stock
- Combat Stock

BARREL

- Gain-Twist Barrel
- Long Barrel
- Reinforced Barrel
- Short Barrel

MUZZLE

- Compensator
- Muzzle Brake
- Ported Compensator

PP-919 (ALLOWED ATTACHMENTS)



OPTIC

- Remuda Mini Reflex
- Otero Micro Dot
- Kepler Microflex
- Merlin Mini
- PismaTech Reflex
- Volzhskiy Reflex
- Merlin Reflex
- Redwell Reflex
- Dobrych MF Reflex
- Accu-Spot Reflex

REAR GRIP

- Quickdraw Grip
- Assault Grip
- Commando Grip
- Ergonomic Grip
- CQB grip

MAGAZINE

- Fast Mag III

BARREL

- Gain-Twist Barrel
- Long Barrel
- Reinforced Barrel
- Short Barrel

FIRE MODS

- 9x19mm Parabellum Overpressured
- Recoil Springs

STOCK

- No Stock
- Infiltrator Stock
- Heavy Stock
- Balanced Stock
- Combat Stock

MUZZLE

- Compensator
- Muzzle Brake
- Ported Compensator

CLASS RESTRICTIONS

SUB-MACHINE GUNS

JACKAL PDW (ALLOWED ATTACHMENTS)



OPTIC

- Remuda Mini Reflex
- Otero Micro Dot
- Kepler Microflex
- Merlin Mini
- PismaTech Reflex
- Volzhskiy Reflex
- Merlin Reflex
- Redwell Reflex
- Dobrych MF Reflex
- Accu-Spot Reflex

REAR GRIP

- Quickdraw Grip
- Assault Grip
- Commando Grip
- Ergonomic Grip
- CQB grip

UNDERBARREL

- Vertical Foregrip
- Lightweight Foregrip
- Marksman Foregrip
- Precision Foregrip
- Ranger Foregrip

STOCK

- No Stock
- Infiltrator Stock
- Heavy Stock
- Balanced Stock
- Combat Stock

BARREL

- Gain-Twist Barrel

FIRE MODS

- Recoil Springs

KOMPAKT 92 (ALLOWED ATTACHMENTS)



OPTIC

- Remuda Mini Reflex
- Otero Micro Dot
- Kepler Microflex
- Merlin Mini
- PismaTech Reflex
- Volzhskiy Reflex
- Merlin Reflex
- Redwell Reflex
- Dobrych MF Reflex
- Accu-Spot Reflex

REAR GRIP

- Quickdraw Grip
- Assault Grip
- Commando Grip
- Ergonomic Grip
- CQB grip

UNDERBARREL

- Vertical Foregrip
- Lightweight Foregrip
- Marksman Foregrip
- Precision Foregrip
- Ranger Foregrip

FIRE MODS

- 9x19mm Parabellum
- Overpressured
- Recoil Springs
- Kompakt 92
- 3-Round Burst Mod

STOCK

- No Stock
- Infiltrator Stock
- Heavy Stock
- Balanced Stock
- Combat Stock

BARREL

- Gain-Twist Barrel
- Long Barrel
- Reinforced Barrel
- Short Barrel

MUZZLE

- Compensator
- Muzzle Brake
- Ported Compensator

PISTOLS

STRYDER .22 (ALLOWED ATTACHMENTS)



OPTIC

- Remuda Mini Reflex
- Otero Micro Dot
- Kepler Microflex
- Merlin Mini
- Accu-Spot Reflex

REAR GRIP

- Quickdraw Grip

MAGAZINE

- Fast Mag II

CLASS RESTRICTIONS



ALLOWED PERKS

PERK GREED

- Gung-Ho
- Double Time
- Dexterity
- Ninja
- Quartermaster
- Flak Jacket
- Fast Hands
- Tac Mask

PERK 1

- Gung-Ho
- Dexterity
- Ninja
- Flak Jacket
- Tac Mask

PERK 2

- Fast Hands

PERK 3

- Double Time
- Quartermaster

ALLOWED FIELD UPGRADES

- Trophy System

ALLOWED WILDCARDS

- Perk Greed
- Gunfighter

ALLOWED LETHALS

- Frag Grenade
- Semtex

ALLOWED TACTICALS

- Concussion

ALLOWED SCORETREAKS

- RC-XD (Used for Search & Destroy only)
- Hellstorm (Used for Hardpoint and Control only)

GAME MODES

- Hardpoint
- Search & Destroy
- Control

CONCLUSION

IN COMPETITIVE GAMING, ADHERING TO OFFICIAL RULES IS CRUCIAL FOR MAINTAINING FAIRNESS AND INTEGRITY. THEREFORE, IF ANY ATTACHMENT (AND/OR PERKS, SCORESTREAKS ETC) OTHER THAN THOSE SPECIFIED IN THE REGULATIONS IS USED DURING GAMEPLAY, IT WILL BE IMMEDIATELY FLAGGED BY AN OFFICIAL.

THIS INFRACTION RESULTS IN A FORFEITURE OF THE GAME WITHIN THAT SERIES, AS USING UNAPPROVED ATTACHMENTS (AND/OR PERKS, SCORESTREAKS ETC) UNDERMINES THE LEVEL PLAYING FIELD. TO ENSURE A FAIR COMPETITION, PLAYERS MUST STRICTLY ADHERE TO THE EQUIPMENT GUIDELINES SET FORTH BY THE GOVERNING BODY, AS ANY DEVIATION COULD LEAD TO PENALTIES THAT AFFECT THE OUTCOME OF THE ENTIRE SERIES.

THIS POLICY REINFORCES THE IMPORTANCE OF FOLLOWING THE ESTABLISHED RULES AND DISCOURAGES ATTEMPTS TO GAIN AN UNFAIR ADVANTAGE THROUGH PROHIBITED MEANS.

BY ORDER OF MANAGEMENT

SA PRO AM

